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**Digital Storybooks:**  
**Where Stories Come to Life!**



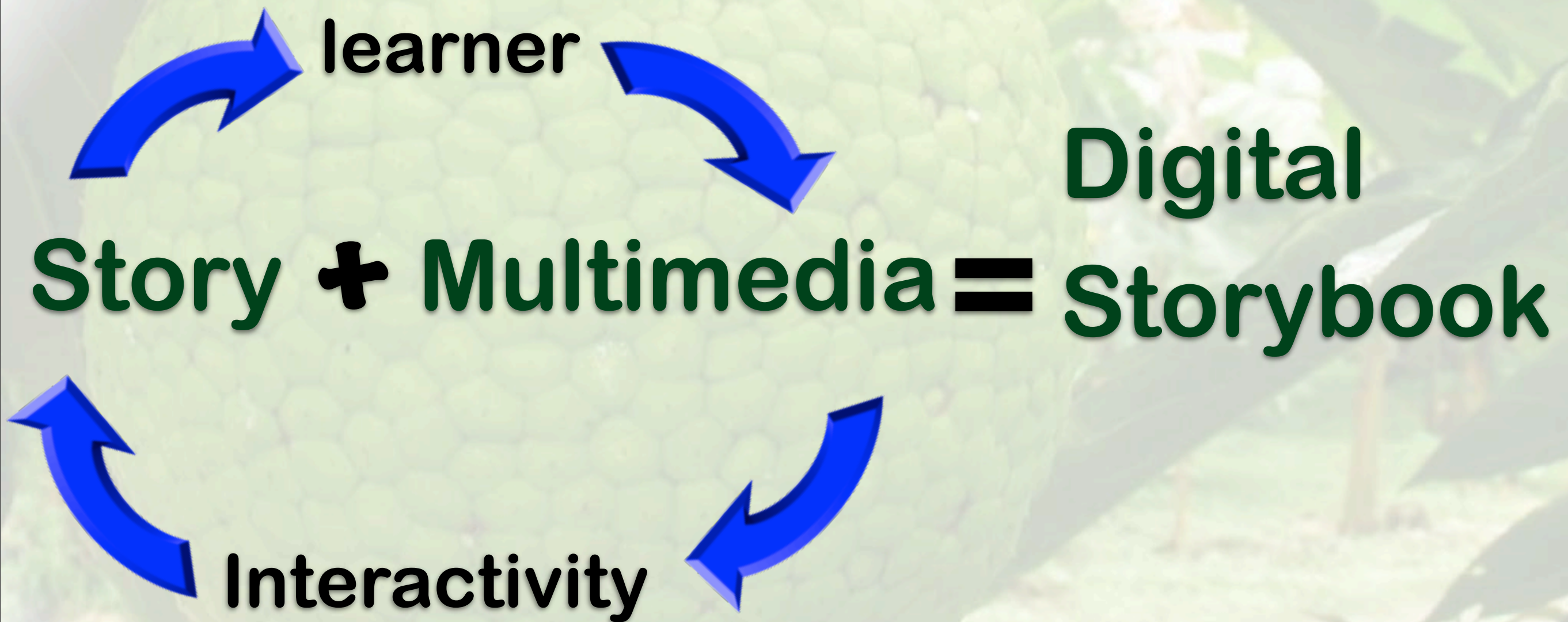
# Instructional Design

- ❖ Digital Book
  - photography &
  - bookmaking skills
- ❖ Digital Storybook
  - literacy instruction



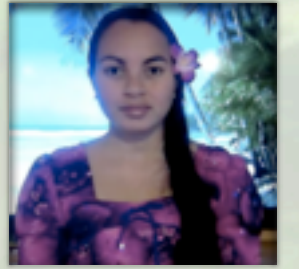


# What is a digital storybook?

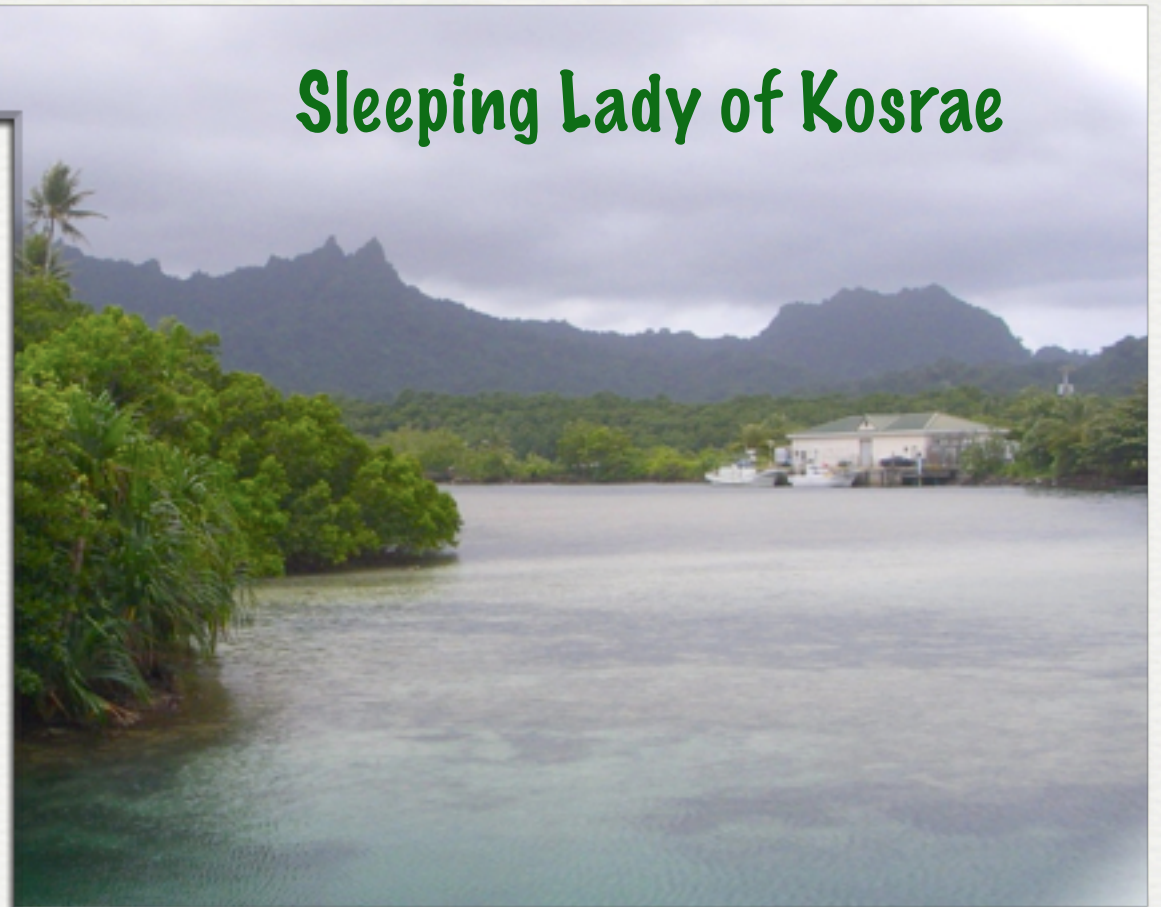




# Kosrae: “Island of the Sleeping Lady”



**Sleeping Lady of Kosrae**



**Children embrace wisdom and knowledge imparted from elders.**



# “Learn by Doing” (Kinesthetic Learning)



otwot (weave)

**listen, observe & practice**



ahng (ginger)

**hands-on learning**



oak (canoe)

**“model” or demonstrate**



# Sustainable Lifestyle



fahfah (pounded taro -- similar to "poi")



in imac (rainforest)

Colonial influence has changed our social structure leaving our Kosraean population at risk for chronic diseases.



# Culturally Responsive Instruction



**hands-on learning**

- ❖ “Traditional Learning”
  - aural & visual
  - hands-on

**A child exploring technology in a classroom without walls.**



# Inspiration



## ❖ Weave

- Pacific Islanders' storytelling art
- 21st century digital art

## ❖ Incorporate

- digital images
- videos
- audio recordings



otwot sracnu  
(weaving coconut fronds)



# Participants



- ❖ 17 College Students
  - assistive technology course
  - digital natives
  - education related majors
  - "novice" teachers

**Every participant completed the 1 and 1/2 hour evaluation session with a positive attitude.**



# Methods



- ❖ **Multiple Choice Tests**
  - pre-, practice & post tests
- ❖ **Survey**
  - module and delivery
- ❖ **Hands-on Practice Exercise**
  - elicit performance (Gagne #6)



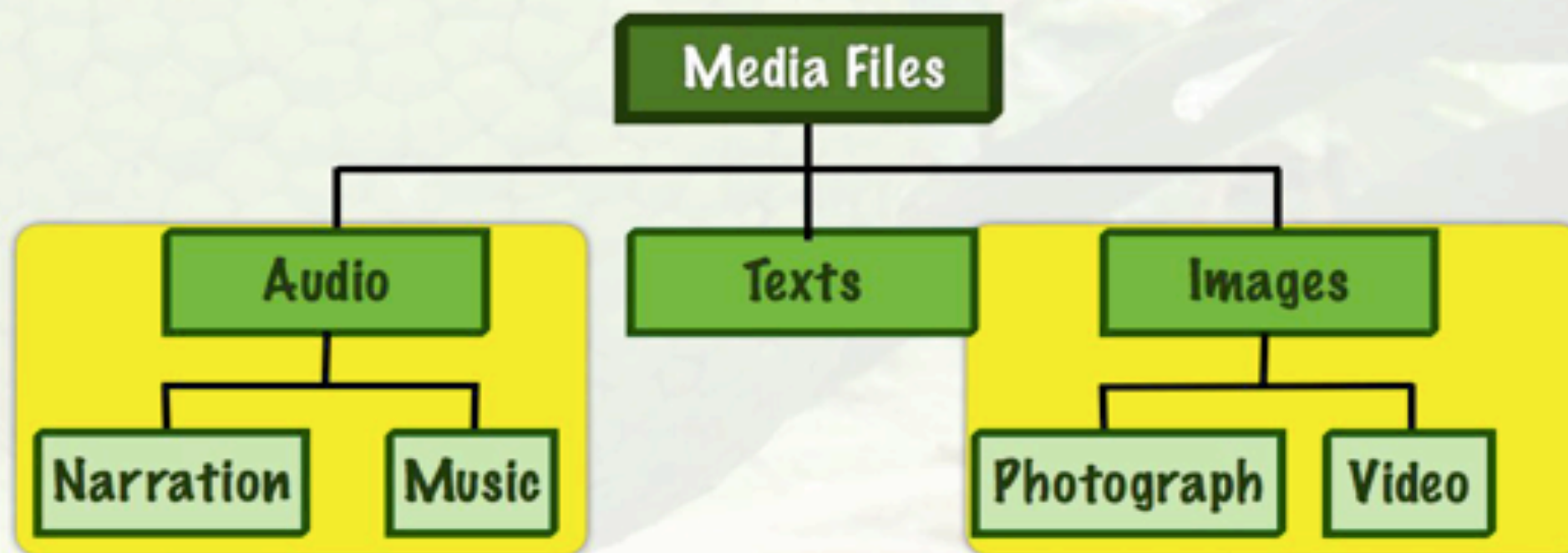


# Module Content Materials



## What is a slide?

A **slide** is a digital **page** in your storybook. It is a platform where the text is enriched with your **media files**.





# Media Type



Digital Audio

gospel.mp3

Digital Photograph

canoe.jpg

Video

Christmas.mov





# Basic Elements of a Digital Book

```
graph TD; A[Basic Elements of a Digital Book] --- B[Multimedia]; A --- C[Framework]; A --- D[Digitization]; B --- E["text, audio, photograph & video"]; C --- F["presentation software (e.g., Keynote or PowerPoint), slide, layout & transition"]; D --- G["digital file, format, type & import"]
```

## Multimedia

text, audio, photograph & video

## Framework

presentation software (e.g., Keynote or PowerPoint), slide, layout & transition

## Digitization

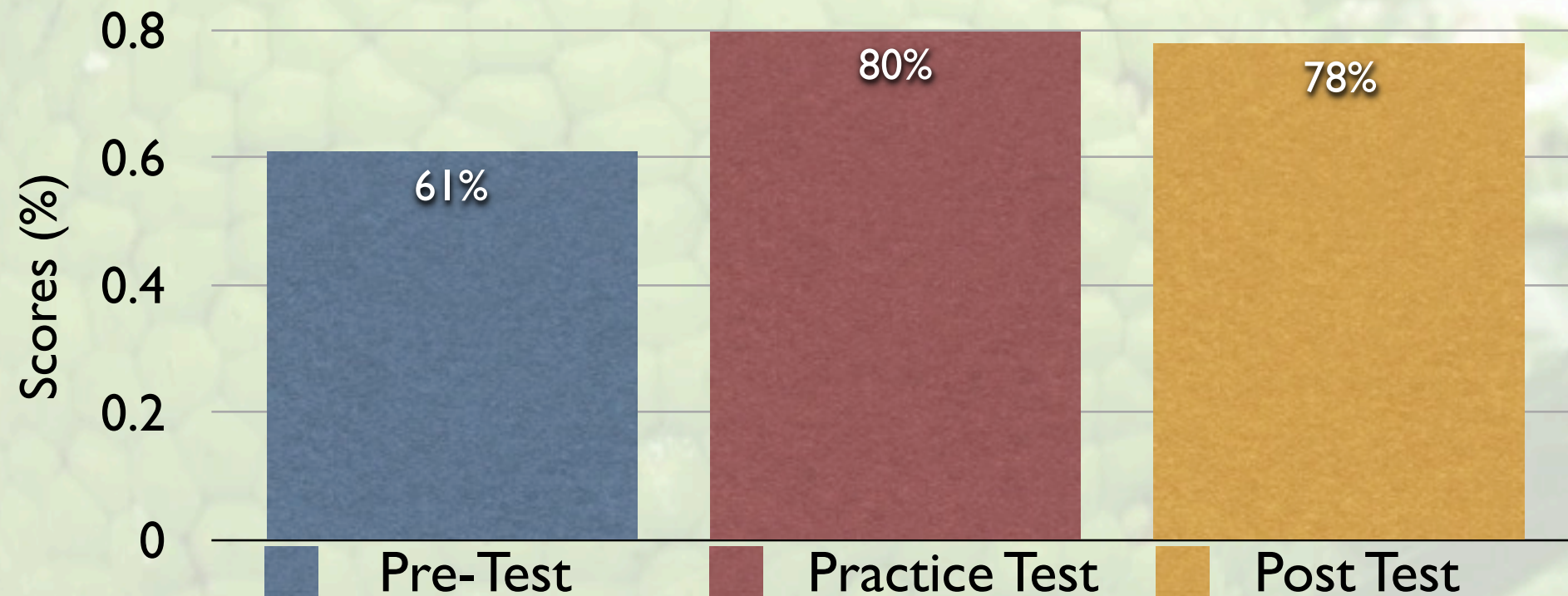
digital file, format, type & import



# Quantitative Results



Overall Average Performance for Participants.



These results suggest that the digital storybook module was successful in helping the participants both learn and retain the information.



# Quantitative Results



Overall Group Performance	
Question	Learning Objective
2	Slide Dimensions
7	File Formats
14	Import
16	File Organization

Learning was highest in these four areas.

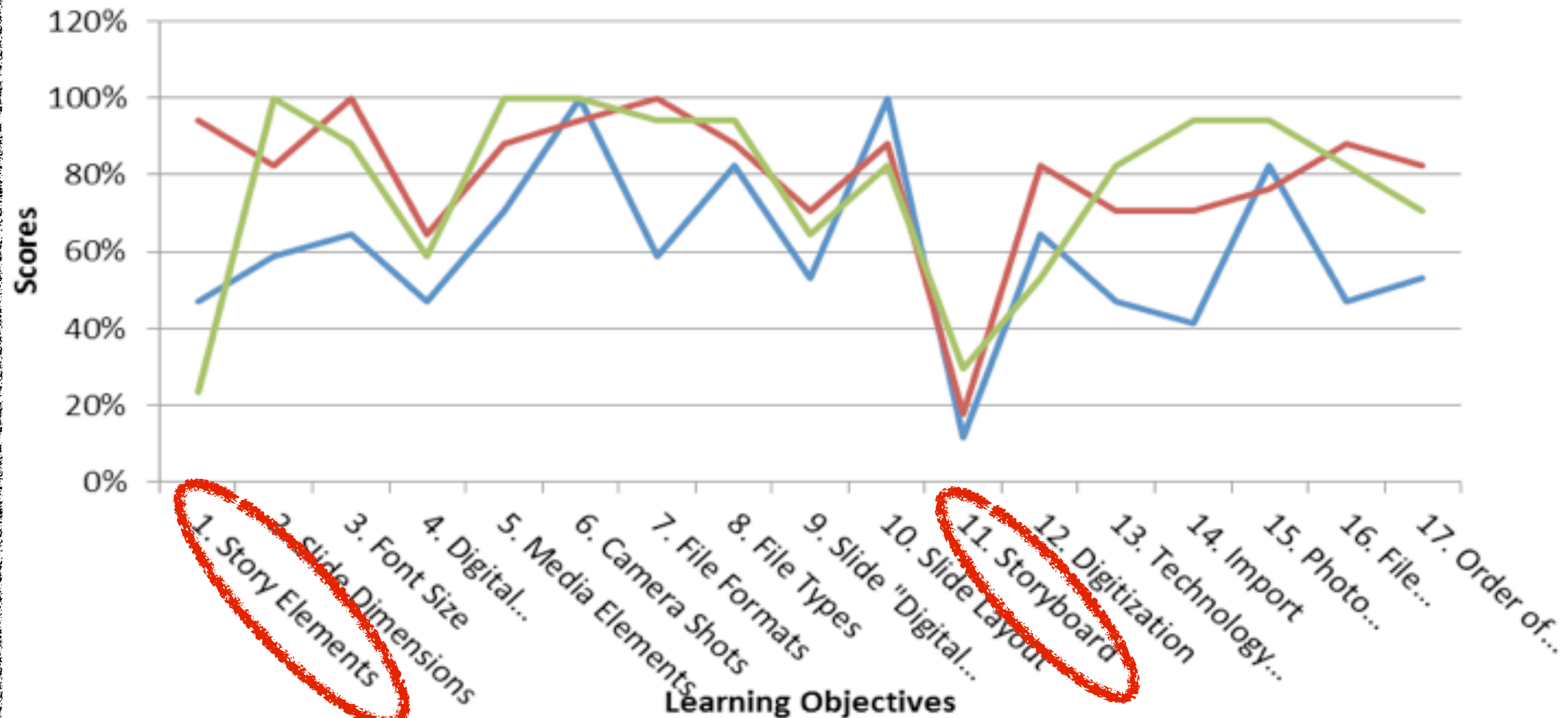


# Quantitative Results



## Participants' Overall Performance

— Pre-Test — Practice Test — Post Test





# Qualitative Results



- ❖ Attitudinal Survey
- ❖ Video Reflections
  - hands-on exercise
- ❖ Laulima
  - class discussion



The participants were given several different opportunities to express their feelings and observations regarding the module.



# Qualitative Results



- ❖ **Module Design**
  - simple, informative & professional

“Roxina's digital storybook was informative, interactive, and professional, and I was highly impressed by her organization and presentation of her work.”

“The whole process of learning through a Keynote presentation, taking the pre and post tests, and the survey, was a great way to learn the proper way of making a digital storybook...”



# Qualitative Results



## ❖ Module Delivery - cordial & enlightening

“I also thought that Roxina's storybook was interactive and also visually appealing. I like how much she incorporated her culture into teaching about how to make a digital storybook.”



**oak Kosrae ( Kosraen canoe)**

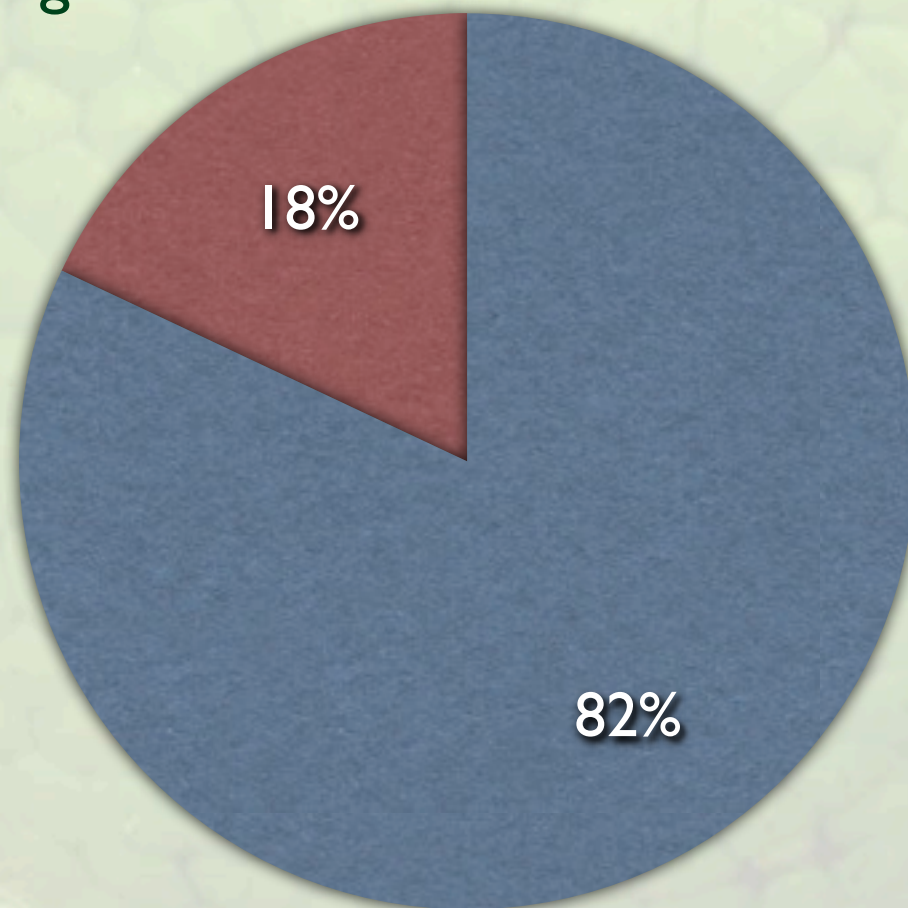


# Qualitative Results



The use of digital storybooks in education can enhance student engagement and learning.

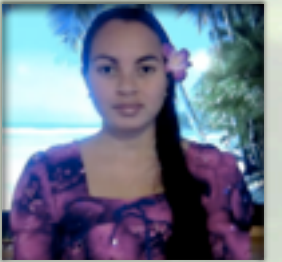
● Strongly Agree  
● Agree



0	Strongly Disagree
0	Disagree
0	Neutral
18	Agree
82	Strongly Agree



# Opening Story



## ❖ Short Autobiography

- gain attention
- demonstration

“The module was very informative and it was nice to see a story connected to the information.”

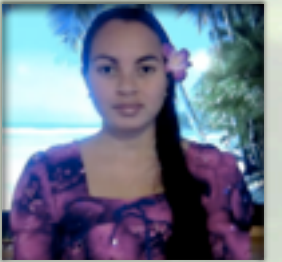


**Sleeping Lady of Kosrae**

kahto (beautiful)



# Collaboration



**collaboration**

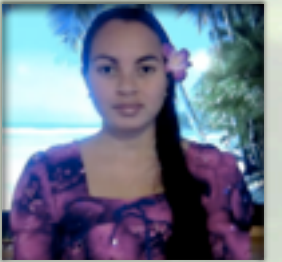
- ❖ Support System
  - on-site
  - Dr. Skouge & sister Roxianna



**Dr. Skouge**



# Traditional Dish



## ❖ Kosraean Soup - fish & - coconut milk



Kosraean Soup



kaki  
(coconut milk)



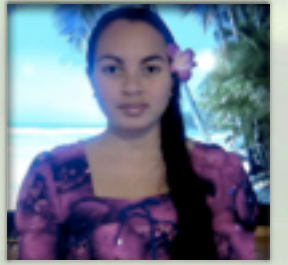
ik olwol  
(tuna fish)



Roxianna (sister)



# Closing Message

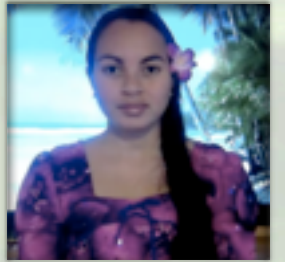


luti (teach & learn)

- ❖ Instructional Tool
  - planning and design
- ❖ Implement Digital Storybook
  - NOT limited to entertainment



# Closing Message



- ❖ Fundamental Purpose
  - think critically
  - work collaboratively
  - construct knowledge
  - communicate





# Insights

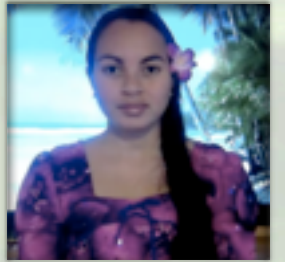
❖ What I learned from this experience?



Honomalino Bay - Milolii, HI



# Kuloh Na Ma Luhlahp (Thank You)!



*Kuloh na ma luhlahp to the children in Utwe Village for  
taking these beautiful pictures of Kosrae.*